

## RESPONSE TO FINAL OFFICE ACTION (2)

APPLICANT: Akira Osawa; SERIAL NO.: 09/293,509; AU: 3714

FILED: April 15, 1999; EXAMINER: White, C.; ATT'Y. DKT.: RM.HPN

display is used in a secondary game that is different from the principal game, and is responsive to one of a plurality of predetermined principal game playing states. A player can win the secondary game and the principal game in the variable display. The images in the secondary display constitute a history of the predetermined states that have been presented in the variable display during the principal game.

### In the Claims:

Please cancel claims 3 and 4.

The following amended clean claims are rewritten in Annexure 1, attached hereto, showing the amendments to the claims:

1. (Four Times Amended) A gaming machine for use by a player, the gaming machine comprising:

a variable display for displaying graphical information corresponding to at least one of a plurality of graphical elements necessary for a principal game, the principal game having associated therewith a plurality of predetermined display states;

a controller coupled to said variable display for causing said variable display to display the graphical information; and

a secondary display having a plurality of display areas for displaying a number of a single kind of symbol images, the single kind of symbol images corresponding to one of the plurality of predetermined display states displayed as a result of the principal game, the number of the single kind of symbol images displayed in each of the display areas being increased each time that the principal game results in the one of the predetermined display states, thereby advancing a secondary game.

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03 2. (Twice Amended) The gaming machine of claim 1, wherein the secondary game is completed when any one of said display areas is filled with the plural number of the single kind of symbol images.

6. (Twice Amended) The gaming machine of claim 1, wherein predetermined values are allotted to said display areas, respectively.

04 7. (Twice Amended) The gaming machine of claim 6, wherein the award given to the player is responsive to the particular symbol images displayed as filling the respectively associated one of said display areas.

05 10. (Amended) The gaming machine of claim 9, wherein the display area that is filled with symbol images is cleared to a blank condition in response to the execution of the reset operation.

11. (Twice Amended) The gaming machine of claim 9, wherein the plurality of display areas is cleared to a blank condition in response to the execution of the reset operation.

06 12. (Twice Amended) The gaming machine of claim 9, wherein said controller is arranged to perform a selection between a first reset operation for clearing only the display area filled with symbol images to a blank condition and a second reset operation for clearing all of said display areas to a blank condition.